

SUPERFLEX SUPERDECKS SUPPLEMENTAL MATERIALS

The templates and activities that follow are supplemental materials for individuals who have purchased the *Superflex Superdecks* game (2014). These materials give you the option to flexibly tailor and add to the existing decks to better align the game to the individual needs of your student or child.

Contents of the PDF:

- Template for new Strategy cards
- Template for new Situation cards
- Template for new Thinkables cards
- Template for new Unthinkables cards
- Additional Games & Activities to use with the decks
- Five-Step Power Plan template
- Sample Power Plan for an Unthinkable
- Sample Power Plan for a Thinkable

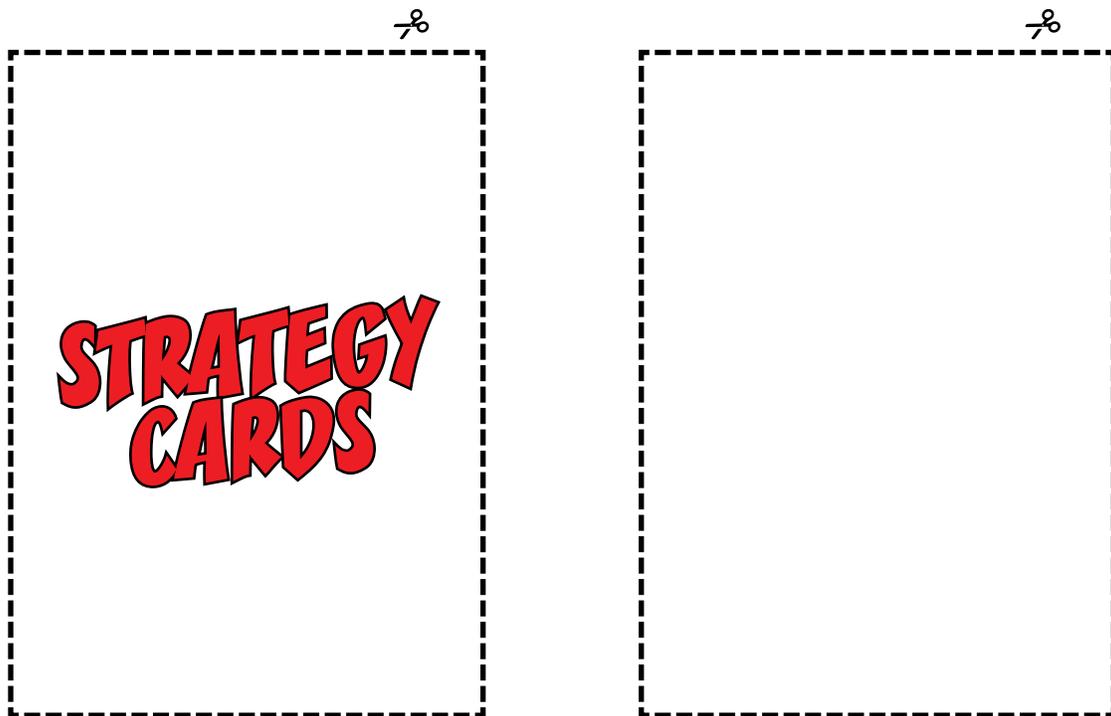
The card decks and activities support teaching the Superflex concepts introduced in the books *Superflex...A Superhero Social Thinking Curriculum* (2008) and *Social Town Citizens Discover 82 New Unthinkables for Superflex to Outsmart* (2012), both available at the Social Thinking website, www.socialthinking.com.



TEMPLATE FOR CREATING SUPPLEMENTAL STRATEGY CARDS

Use the template below to create your own new Strategy cards. Encourage your child or student to use superflexible thinking to find creative new ways to defeat the Unthinkables that appear.

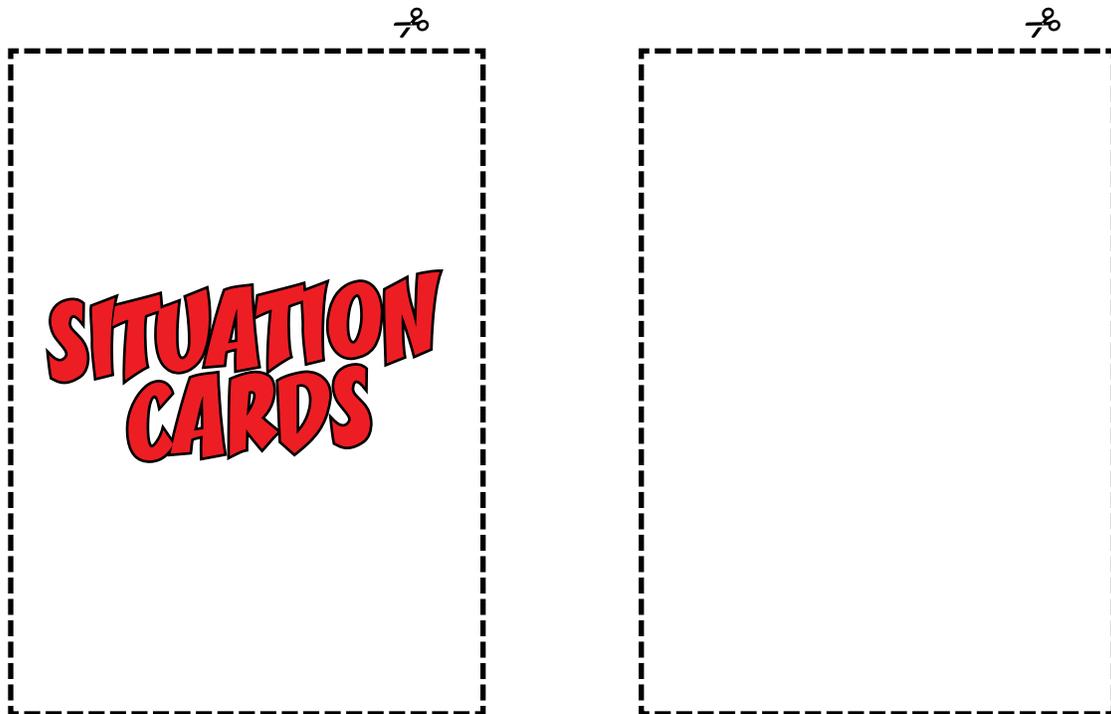
- Strategy cards give you the opportunity to talk about related Social Thinking concepts, such as **thinking with your eyes** to look around for clues and cues to figure out what's going on that warrants a strategy.
- Reinforce the Five-Step Power Plan as you and your child/student brainstorm a new strategy. This helps you talk about looking at the context of a situation, the feelings and/or reactions of others (and the student, too), etc.
- Keep blank templates on hand and easily available when you or your students create a novel strategy in the teaching moment, so you can quickly put down the idea and add it to the deck. It's a great way to reinforce the student's superflexible thinking and reinforce that they have the power to create their own strategies to solve a problem.



TEMPLATE FOR CREATING SUPPLEMENTAL SITUATION CARDS

Use the template below to create your own new Situation cards. Encourage your child or student to use his/her Social Detective skills to notice when one or more of those sneaky Unthinkables has appeared.

- Situation cards provide the context that a student is supposed to observe to problem solve which strategy or strategies to use. This gives you, the adult, the opportunity to talk about how being a Social Detective is an important part of becoming a better social thinker.
- Talk about the hidden rules in each new situation.
- Talk about the thoughts and emotions people in the situation may be having; include the child and others.
- Reinforce Social Thinking vocabulary concepts such as **thinking with your eyes, body in the group/brain in the group**, being a **Just Me** or a **Thinking about You** person, **world wonders vs social wonders**, etc.
- Consider whether other Unthinkables or Thinkables might appear in the same situation.
- Keep blank templates on hand and easily available as new situations arise, so you or your student can quickly create new cards to add to your deck. Always take advantage of ways to reinforce the student's superflexible thinking!



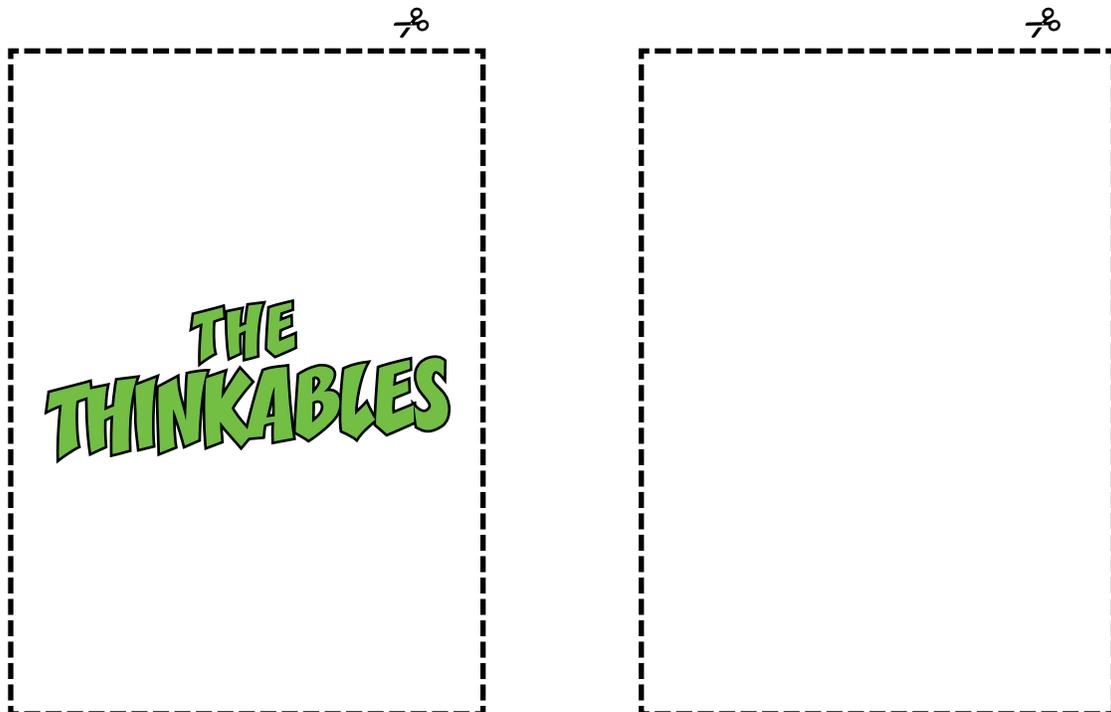
TEMPLATE FOR CREATING SUPPLEMENTAL THINKABLES CARDS

Use the template below to create your own new Thinkables cards. We've intentionally left it simple to encourage you and your students to use your own creative, superflexible thinking to design cards that are relevant and meaningful.

- Write up a lesson to celebrate the success your child or student is having in using his/her superflexible thinking to conquer a specific Unthinkable. As a result, a Thinkable has appeared!
- Part of the exercise (and the fun) will be to describe the Thinkable's power (in short, child-friendly language) and give the Thinkable a name.
- Brainstorm what the Thinkable might look like, using some of the characteristics as a guide. Then have the child draw (or use design software) to create the Thinkable's image, which you can transfer to the card. (Print out the front/back on paper or card stock. Alternatively use index cards in the same size/shape. You could even print just the back and glue to one of the existing Thinkable cards you don't use on a regular basis.)

This is a great opportunity to talk with the child about how and why the Thinkable has appeared and reinforce how well the child has been using superflexible thinking and the strategies he's learned to defeat the associated Unthinkable. It's also a chance to tie in the Five-Step Power Plan to help students brainstorm the many steps that lead to creating the powers of the Thinkables in their own brains.

When we engage students in a way that makes learning fun instead of "work," our students are more likely to make the effort that's required in learning about social thinking and social problem solving.



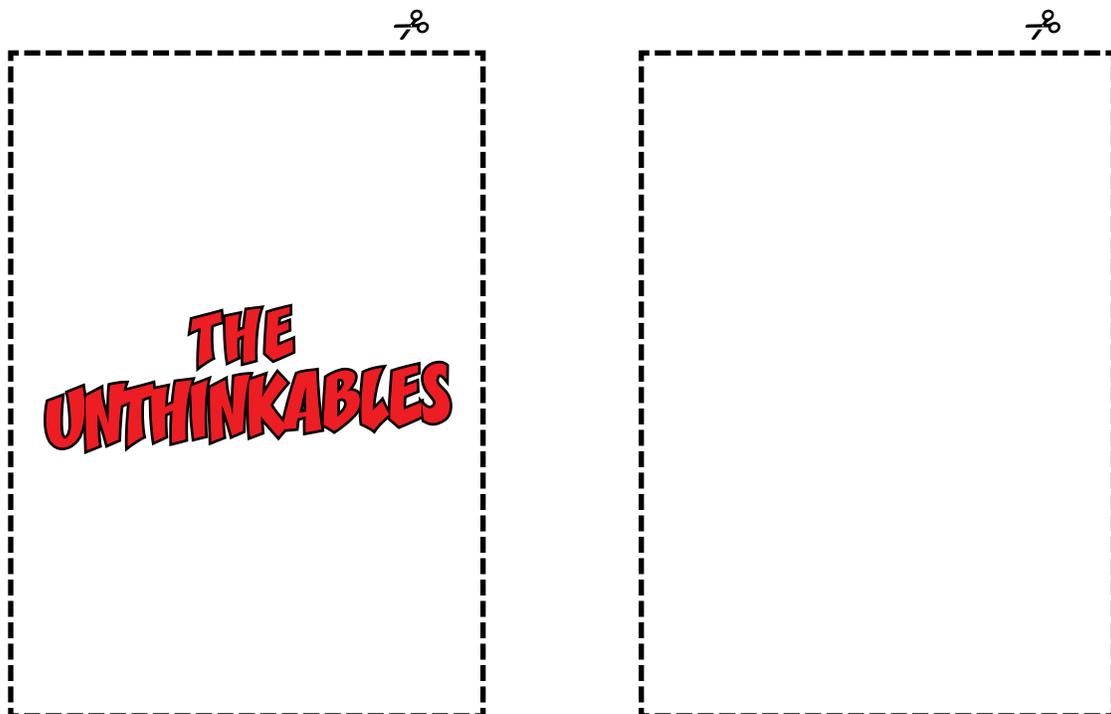
TEMPLATE FOR CREATING SUPPLEMENTAL UNTHINKABLES CARDS

Use the template below to create your own new Unthinkables cards. We've intentionally left it simple to encourage you and your students to use your own creative, superflexible thinking to design cards that are relevant and meaningful.

- Write up a lesson that's all about a new Unthinkable that's invading your child or student's brain.
- Part of the exercise (and the fun) will be to describe the Unthinkable's power (in short, child-friendly language) and give the Unthinkable a name.
- Brainstorm what the character might look like, using some of the characteristics as a guide. Then have the child draw (or use design software) to create the Unthinkable's image, which you can transfer to the card. (Print out the front/back on paper or card stock. Alternatively use index cards in the same size/shape. You could even print just the back and glue to one of the existing Unthinkable cards you don't use on a regular basis.)

This is a great opportunity to talk with the child about the power the Unthinkable has in his/her brain, and invest the child in understanding how to recognize the Unthinkable when it appears, and then select a strategy you develop together (a different lesson!) to defeat the Unthinkable.

When we engage students in a way that makes learning fun instead of "work," our students are more likely to make the effort that's required in learning about social thinking and social problem solving.





SUPERFLEX® **Superdecks**

Additional Games & Activities

(To be used with the game, *Superflex Superdecks: Card Games to Promote Superflexible Social Thinking*®)

DEFEAT THE UNTHINKABLE!

Object of the Game: extend learning beyond the basic WHO IS IT? Game.

Materials Needed: Situation Deck

Setup & How to Play

1. Once students have figured out which Unthinkable is at work in each situation in the WHO IS IT? Game, encourage students to try to think up at least one new strategy to help defeat the Unthinkable(s) for that situation.
2. Players earn a point for each successful strategy.
3. Once all cards have been played, the player with the most points is the winner.

TRY FOR THE TRI! (similar to Go Fish)

Object of the Game: To collect the most sets of three (a “tri”) of the same Thinkable or Unthinkable card.

Materials Needed: Thinkables and/or Unthinkables Decks

Setup & How to Play

1. Shuffle the cards in the deck. If both decks are being used, shuffle them together.
2. The oldest player deals each player five cards.
3. The remaining cards are placed face down in a draw pile in the middle of the table.
4. Players look at their cards and checks for a set of three of the same card.
5. If a player has a set of three matching cards, the player shows the group and then places that set face down on the table in front of him or her.
6. Play begin: The youngest player goes first and players take turns clockwise.
7. Player 1 asks another player for a specific Thinkable/Unthinkable card to match one already in his/her hand. For example: “Mae, do you have any Sunny Sun’s?”
8. If the other player has the card asked for, s/he must give the player who asked all matching cards.
9. If Player 1 gets one or more cards from the player asked, Player 1 gets another turn and can ask any other player for any card, including the same one just asked for.
10. As long as Player 1 keeps finding matches, that player’s turn keeps going on.
11. If the person asked has no matching cards, s/he says, “Go try for the tri.”
12. Player 1 then draws the top card from the draw pile.
13. The game continues with the next player.
14. If at any point during a turn a player can match a set of three of the same card, s/he shows the set to the group and then places that set face down on the table.
15. Game continues until one player has no cards left in his/her hand or the draw pile runs out.
16. The winner is the player with the most sets of three.



FIVE-STEP POWER PLAN IN ACTION

Object of the Activity: Practice using the Five-Step Power Plan to figure out how to defeat an Unthinkable in a particular situation.

Materials Needed: Situation Deck

Setup & How to Play

1. Pull out the Power Pal cards and lay them on the table in this order from left to right:
Decider, Social Detective, Brakester, Flex DoBody, Cranium Coach
2. Shuffle the remaining cards and place the deck face down on the table.
3. Player 1 (or the adult) selects a Situation card and reads it aloud to the group.
4. See how many of the five steps in the Power Plan you can discuss based on the information on the card. Use the Power Pal cards as visuals while you ask questions such as:



- “Which Unthinkable do you think is at work in this situation?” [Decider]
- “Who are the people in this situation?” [Social Detective]
- “What might some of the hidden rules be in this situation?” [Brakester]
- “What strategies could be used in this situation?” [Flex DoBody]
- “What might someone say to himself/herself after successfully using the strategy?” [Cranium Coach]

As time permits, you can go through this process with several Situation cards, reviewing each step of the Power Plan in each situation.

Variation: Use just one Power Pal card at a time to discuss only one step of the Power Plan. This provides repeated focus on that one step of the plan for students who may find it difficult to work through the entire plan in one activity.

USE YOUR STRATEGY IN YOUR SITUATION

(Note: You will need 2 or more players for this game.)

Object of the Game: Match strategies to situations.

Materials Needed: Situation Deck and Strategy Deck

Setup & How to Play

1. Remove the trick cards from both decks before starting this game.
2. Shuffle the cards in each deck separately.
3. Designate one person as the dealer. This person then deals each player four Strategy cards and four Situation cards.
4. Put the rest of the Strategy and Situation cards face down on the table.
5. Players look at their cards and try to find Strategy cards that match Situation cards and will defeat an Unthinkable in that situation.
6. Play starts with the youngest player and goes clockwise.
7. Player 1 looks to see if he has any Situation and Strategy cards that go together. For instance, if a Situation card is "You have a hard time sitting still and keep wiggling around in your desk during your reading test," and you have a Strategy card that says, "Use a fidget" those two would be a match.
8. If the player has a match, he reads out loud to the group the Situation and Strategy cards that go together.
9. If all players agree there is a match, the player puts that pair of cards face up in front of him, and the player earns 1 point.
10. If some players do not agree there is a match, the adult can step in to make a decision.



11. Players continue to take turns to see if they have any matches.
12. When no player has any more matches, each player (starting with the youngest) takes a turn and draws one new Situation and one new Strategy card from the decks.
13. Once every player has drawn two new cards, the players repeat the matching process, starting with the youngest child. If the player has a match, he reads it aloud, the group votes, and the player earns a point for a correct match.
14. When no player has a match, the players again draw two new cards and play continues.
15. The game continues like this until one player earns 4 points.
16. If all the cards are used up before one player reaches 4 points, the player with the most points wins the game.



CONQUER THE UNTHINKABLE *(Advanced game)*

For advanced Superflex Academy Students who have learned about the new Five-Step Power Plan. You now have a chance to show off your powers with this game!

Object of the Game: Practice learning about advanced Superflex powers by using the Five-Step Power Plan to overthrow the Unthinkable.

Note: To be played with a teacher or parent to help students with the Power Plan, as needed.

Materials Needed

Situation Card Deck, including the 5 Power Pal cards

Situation Card Deck Instructions (to reference WHO IS IT? Game)

Five-Step Power Plan reference cards (4)

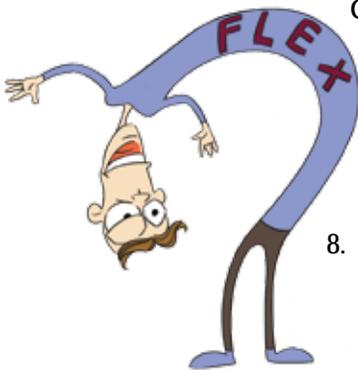
The Unthinkables reference card

Setup & How to Play

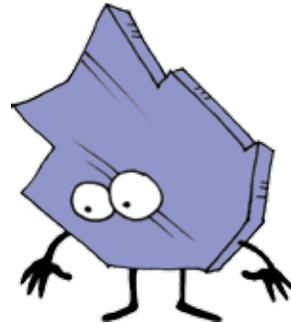
1. The adult or the players as a group decide whether the game will be played for a prescribed amount of time or until a certain point level is reached.
2. Pass out a Five-Step Power Plan reference card to every student. If more than four kids are playing, they can share their cards.
3. Shuffle the Situation cards and place the card deck face down in the middle of the table.
4. Put the Unthinkables reference card on the table, in case anyone needs a reminder about their powers.
5. Read aloud the instructions for the game, WHO IS IT?, located on the Situation

Card Deck Instructions sheet. You will be playing this same game, but with a twist!

6. In this game you will use your Five-Step Power Plan to defeat the Unthinkable drawn and earn extra points.
7. The youngest player goes first and play goes clockwise.
8. The player draws a card and reads the card number and situation.



9. After the player reads the card, s/he names one Unthinkable that might be at work in that situation.
10. Once an Unthinkable answer is given, the player to the right looks at the **Answer Sheet** and if the answer matches, the first player earns a point.
11. The situation card is placed in a discard pile.
12. Remember: there are trick cards in this deck! If a player picks a trick card and recognizes it as such, s/he can say “trick” and pick another card.
13. When a player turns over a Power Pal card, that player has a chance to earn even more points.
14. To earn extra points, the player looks at the Five-Step Power Plan reference card and explains how s/he would use the Power Plan to defeat the Unthinkable in the situation.
15. The player earns 1 point for each completed step of the Power Plan and 1 bonus point for each Flex DoBody strategy the player can think of after the first one.
16. The adult decides how many points the player earns in a turn.
17. The Power Pal card is then inserted randomly back into the draw deck pile to be used again.
18. Game play continues until the time limit is reached and the player with the most points wins the game. Or if a point limit is set up at the start of the game, the first player to earn that many points wins the game.



ULTIMATE FLEX! WHAT'S THE CONNECTION? (Advanced game)

Materials Needed: Situation Deck, Strategy Deck, Thinkables Deck, Unthinkables Deck

Object of the Game: To use your superflexible thinking to find as many connections as possible.

Setup & How to Play

1. Set a time limit or a point value to reach during play before starting the game.
2. Use any combination of the four decks or all four decks for an exciting activity!
3. One player shuffles all the cards together and deals six cards to each player.
4. Spread the remaining cards out face down in a large pile in the center of the table.
5. Players look at their cards and try to find pairs of “connected” cards. For example, they may make pairs such as:
 - Situation card with a Strategy to use in the Situation
 - Strategy card with a Thinkable that uses this strategy
 - Situation card with a Thinkable at work in the Situation
 - Thinkable card with an Unthinkable that is put to rest by that Thinkable
 - Situation card with a Thinkable that could help in the situation when using the Five-Step Power Plan
 - Strategy card with an Unthinkable that would be defeated by this strategy
 - Unthinkable card with a Situation where that Unthinkable often lurks
 - A Brain Sensor or Superflex card is a “free match” with any other card. However, when using one of these “wild cards” the player must explain what the match would have been. For instance, if using a brain sensor card to represent a strategy card, the player must describe the strategy. If a Superflex card is used to represent a Thinkable, the Thinkable must be named as part of the pair.



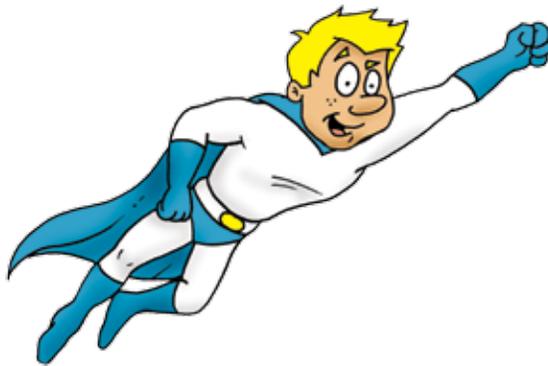
6. The youngest child goes first and looks for a pair in his/her hand of cards.
7. If the player thinks s/he has a pair, the player reads the cards to the group and explains how they are connected.
8. If the group agrees the cards are connected, the player puts the cards on the table, face up in front of him, and the player earns 1 point.
9. If the group doesn't agree, the adult will make the decision.
10. The player can then make another pair and present it to the group in the same turn. Up to two pairs can be played in a single turn.
11. If the player can't make any matches from the cards in his/her hand, or the player has made two pairs already, play moves to the next player.
12. Each player gets a turn trying to make 1-2 pairs and then the round continues a second time, with player 1 getting a chance to make 1-2 more pairs.
13. When no player has any more matches, each player (starting with the youngest) takes a turn and draws two new cards from the deck.
14. Once every player has drawn two new cards, the players repeat the matching process, starting with the youngest child. If the player has a pair, he reads it aloud, the group votes, and the player earns a point for a correct match.
15. When no player has a match, the players again draw two new cards and play continues.
16. The game continues like this until one player earns the set number of points, or the time limit expires, at which point the player with the most points wins the game.



Other Game Ideas

- Use the Thinkables Deck and the Unthinkables Deck in a Go Fish type of game that asks students to match the Thinkable to the Unthinkable it puts to rest.
- Use the Superflex and Brain Sensor cards as “Extra Turn” or “Bonus Point” cards in any game.
- Use the 5 Power Pal cards alone to discuss a specific social situation.
- Create your own new Situation cards to extend learning into specific focused areas, such as at a birthday party, on a vacation, or for a holiday visit with family.

There are endless activities and games you can create and play with the Superflex Superdecks. Students may want to create their own rules and games...let them! The more fun they have, the more motivating it is to learn about Social Thinking!



Superflex's Very Cool Five-Step Power Plan

Superflex invited his five **Power Pals** to help give you more strategies to defeat those sneaky Unthinkables! The Power Pals are Superflex's trusted advisors and he relies on them to help Social Town citizens everywhere learn more and more ways to crush the Unthinkables.

Each Power Pal helps you think about one part of the situation. Put them all together and they are a mighty force!

1  The Decider power would: _____

2  The Social Detective power would notice: _____

3  Then the Brakester power would: _____

4  Flex DoBody would pick this strategy: _____

5  Cranium Coach would say: _____

You can use this formula to remember your strategies. This will help you overcome whatever Unthinkable is invading your brain!

Sample Power Plan for the Unthinkable Glassman



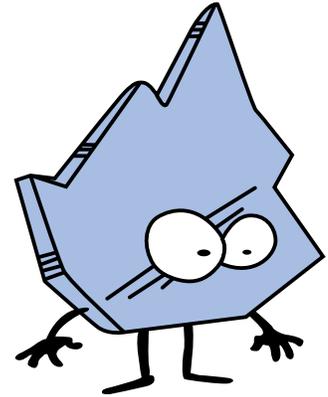
Stop! Glassman is invading your brain!

Use Superflex's Very Cool Five-Step Power Plan to defeat this Unthinkable.

Power #1: The Decider power helps you to stop, describe, and decide the powers of the Unthinkable.



- **Glassman** makes people have huge upset reactions to problems. Glassman loves to tag team with Rock Brain to cause problems all over Social Town. Rock Brain starts by getting citizens stuck on thinking that something has to be done their way, even when it's a small problem. If that doesn't happen, Glassman steps in and gets citizens to have a huge upset about this tiny problem.



Glassman

Power #2: The Social Detective power helps you to observe the situation and the people in the situation.



- Your Social Detective sees that citizens respond to things in different ways and with different emotions. Even though people have all sorts of feelings, as they get to be school age, they learn to respond to situations with small to no reaction. Doing this keeps themselves and others feeling comfortable.

Power #3: The Brakester power helps you to stop and think to discover the hidden rules.



- Citizens are expected to share their emotions in small ways, like using their words to tell someone calmly how they're feeling, why they're frustrated, or to describe a problem. It's expected that people may get frustrated or mad from time to time but that they'll usually make their emotional reaction smaller and stay in control.

Power #4: The Flex Do-Body power helps you to use flexible thinking to choose strategies to use to do what's expected.



- a. Your teachers can help you learn more about strategies to control your emotions.
- b. Explore the size of the problem that's bothering you. If you realize that the problem is small, you can have a more expected reaction like letting it go, ignoring it, or choosing to calmly talk to someone about it.
- c. If you're with others and start to get frustrated, let them know that you need to take a short break. Take yourself somewhere quiet and try to take some deep breaths and think about your other strategies to prevent this Glassman moment.

Power #5: The Cranium Coach power helps remind you to use your self-talk to tell yourself you've done well using new strategies.



- You can tell you've done this today when you can say to yourself:
"I'm finding myself staying calm and more in control of my emotions. Also, I see that people are seeking me out to play or hang out and adults are complimenting me on my staying in control."

Sample Power Plan for the Thinkable Sunny Sun



Wow! Sunny Sun

wants to give your brain superflexible, super organized power!

Power #1: The Decider power helps you to stop, describe, and decide the powers of the Thinkable.



- Sunny Sun helps people see all the good things in a day and to feel pretty good about their lives. People who can do this are described as having a really positive attitude. People can defeat Grump Grumpaniny and Dark Defeatist with Sunny Sun's amazing powers of positive thinking and talking.

Power #2: The Social Detective power helps you to observe the situation and the people in the situation.



- Your Social Detective notices that some citizens have pretty good attitudes even when they don't love doing what they have to do! Most people look relaxed and happy when things are going well. When things get hard to deal with, some people are grumpy and upset and think they won't succeed.



Sunny Sun

Power #3: The Brakester power helps you to stop and think to discover the hidden rules.



- When citizens have to do something they don't like, they usually do better at getting through the work if they have a good attitude (the power of Sunny Sun) rather than a bad attitude (Grump Grumpaniny).

Power #4: The Flex Do-Body power helps you to use flexible thinking to choose strategies to use to do what's expected.



- Use your inner coach to help you stay focused and more positive about something you have to do. Here are some things your inner coach can say:
 - a. "I can do the work."
 - b. "This won't take all my time. If I break up this task into smaller parts, I can be proud of myself for doing each part I get done."
 - c. "I'll focus on how good I'll feel when I finish this."
 - d. "I can talk to others in a more bright and cheerful way. I then can also be proud of myself for staying pleasant when I have to do something I don't like to do."

Power #5: The Cranium Coach power helps remind you to use your self-talk to tell yourself you've done well using new strategies.



- You can tell you've done this today when you can say to yourself:
"I stayed pretty calm and friendly while also focused on tasks I don't like to do."